
Subject: Re: DXF and Face3D

Posted by [Thomas Launey](#) on Thu, 31 Aug 2006 05:24:25 GMT

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Dear Karl,

Thank you very much for the update on 6.2. Unfortunately I am still on 6.1, with no prospect of upgrade. Any suggestion for fixing the problem on 6.1?

Thanks

Thomas

Karl Schultz wrote:

>

> You should probably go ahead and use the type 9 entity. I fixed the
> problem that you mentioned that I mentioned in IDL 6.2.

>

> I think that the MESH_SMOOTH algorithm ends up treating your mesh as a
> triangle mesh, and so outputs it as such.

>

> If you supply a vertex list and a connectivity list to a type 9 DXF
> entity, IDL will examine the connectivity list and NOT call the tessellator
> if all polygons in the mesh are triangles (as of IDL 6.2).

>

> Karl
